













NOT TO MENTION THEY'RE TIED UP IN THAT WHOLE ROYAL SUCCESSION MESS, WHICH DEFINITELY SOUNDS LIKE TROUBLE.

AFTER
ALL, LUKE'S
PRETTY
MUCH MY
COUSIN,
AND HE'S
PART OF IT,
TOO...



SYLPHIE'S THERE.



BUT FITZ IS ALSO THERE AMONG THE PRINCESS'S RETAINERS...

















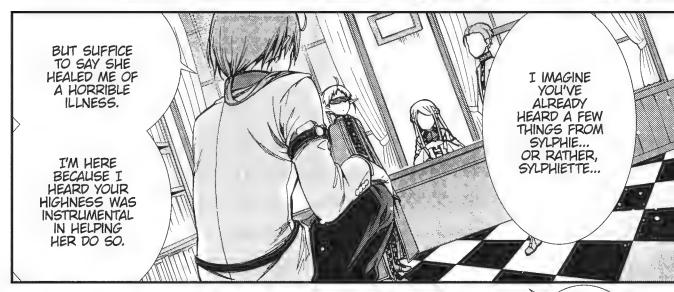






















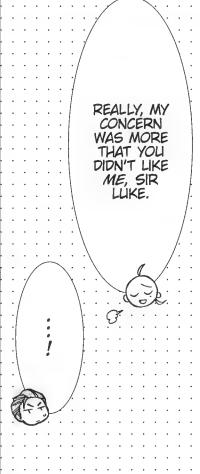










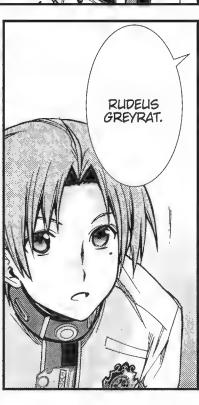




























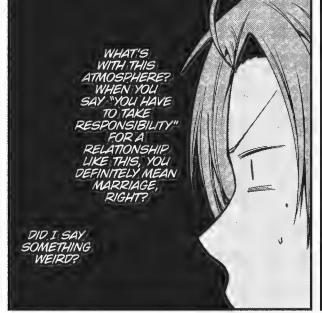








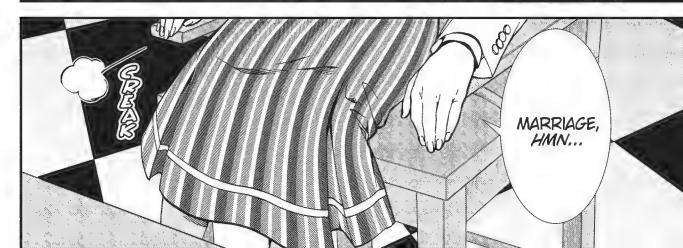


























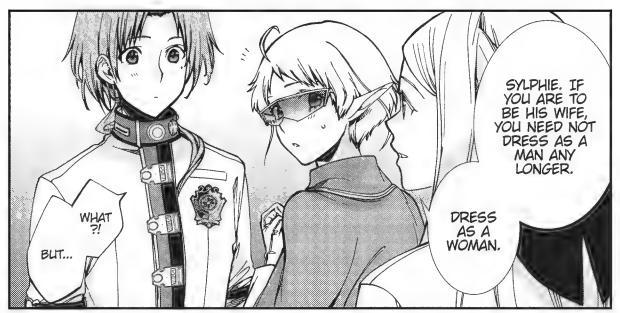




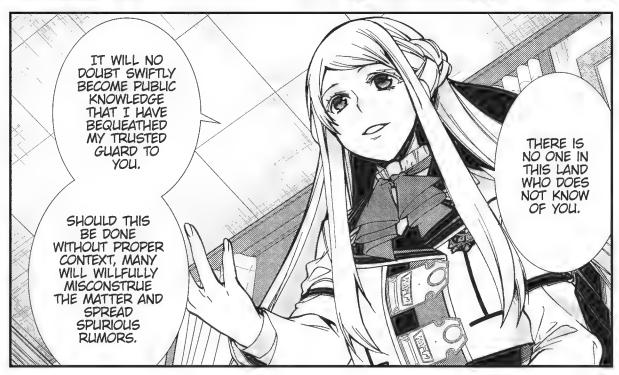




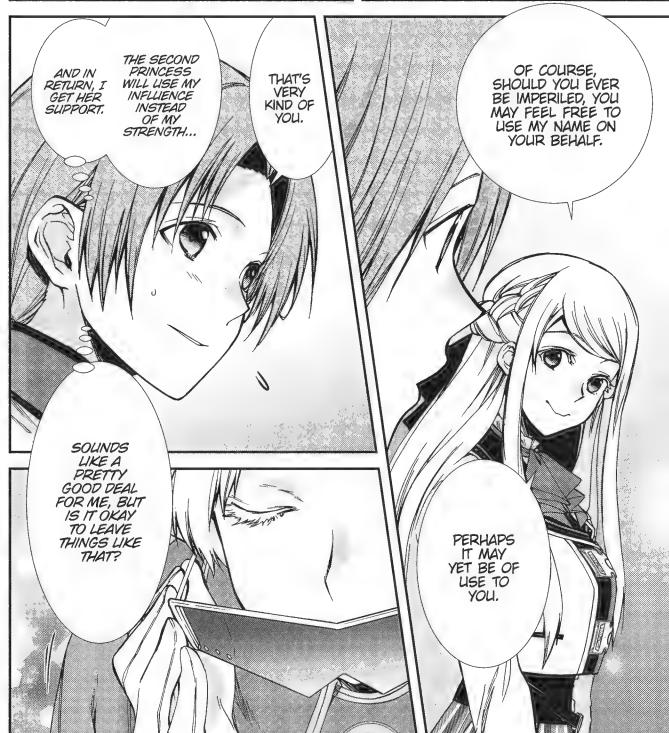
























































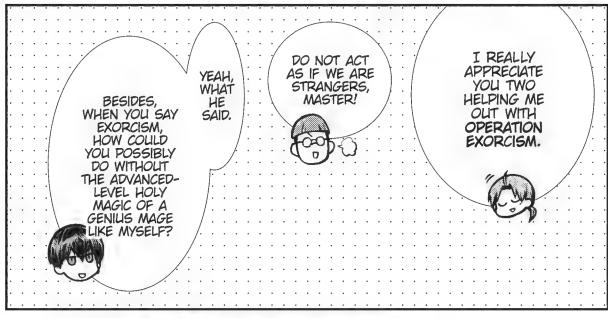














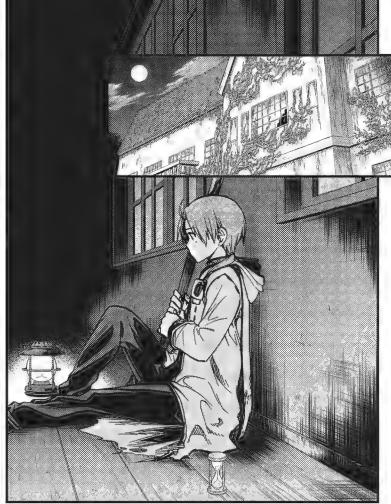




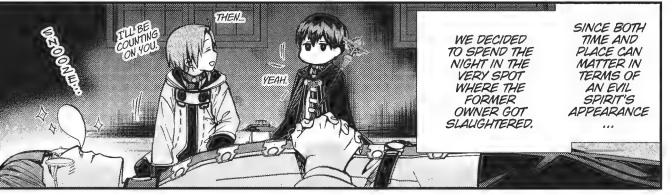


























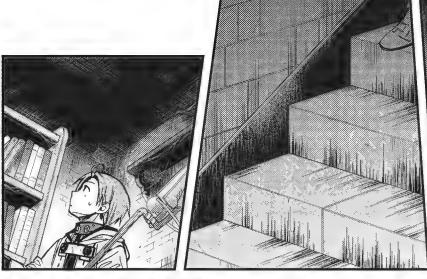
























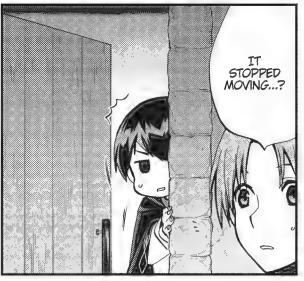




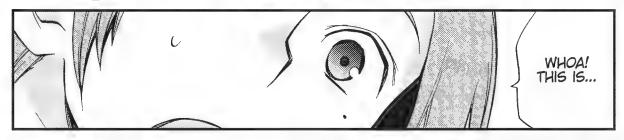




























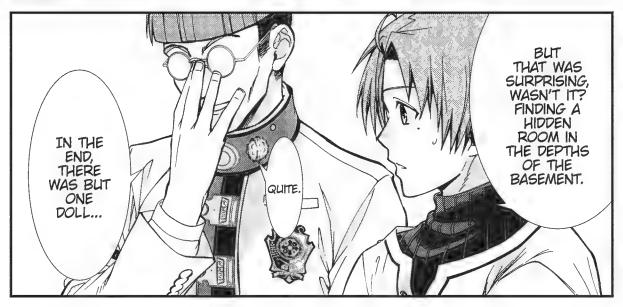


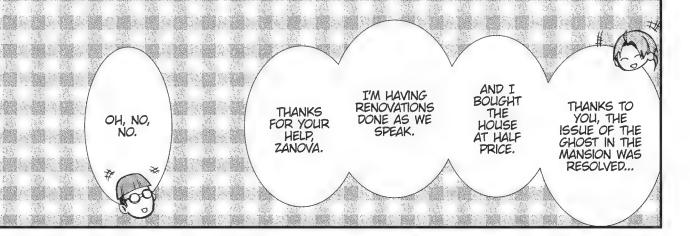






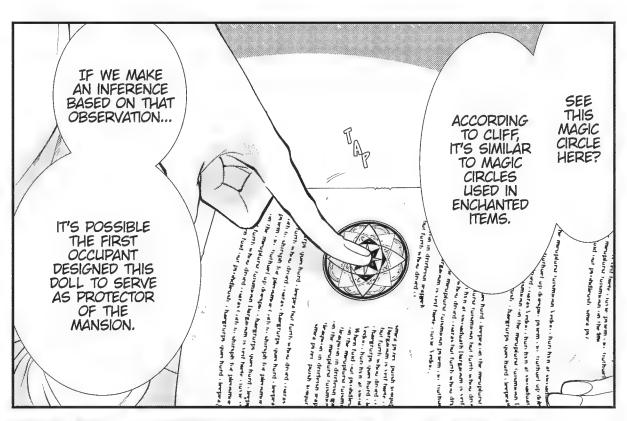




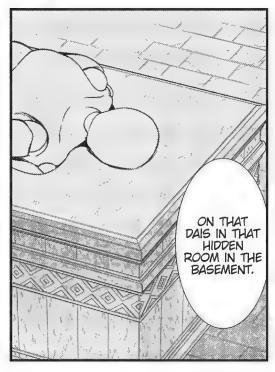


















BUT I
CAN'T REALLY
SAY FOR
SURE UNTIL I
STUDY THE
MECHANISM.

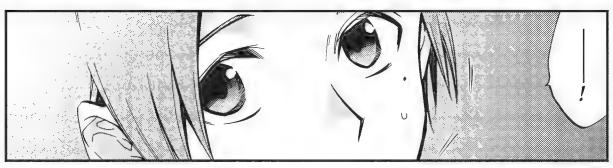
IT PROBABLY NEEDS TO RECHARGE ITSELF WITH MAGIC FROM THIS DAIS...



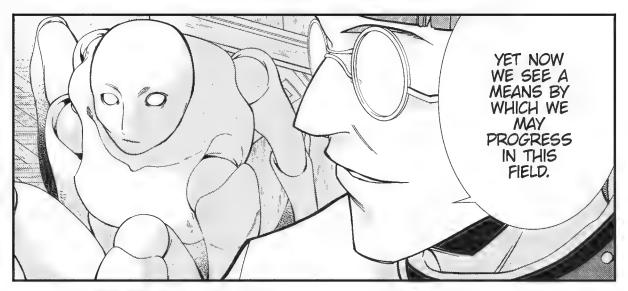










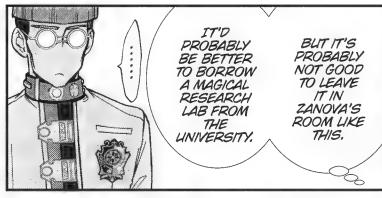




























THIS IS A STORY
FROM AROUND THE
TIME RUDEUS FIRST
CAME TO THE
RANOA UNIVERSITY
OF MAGIC.













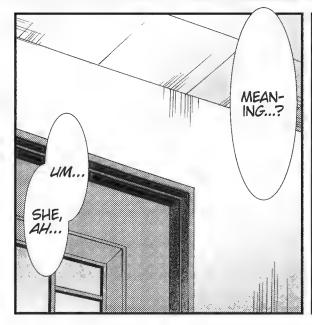






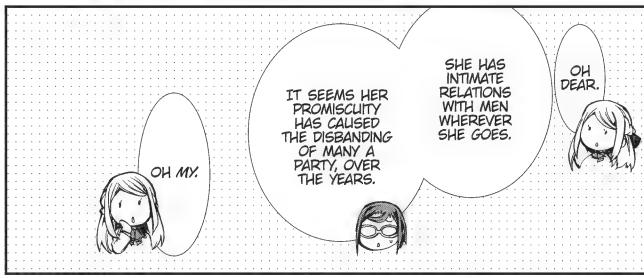






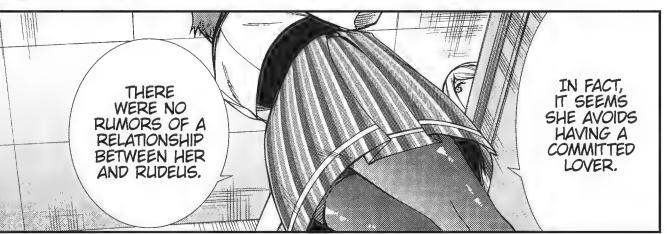




















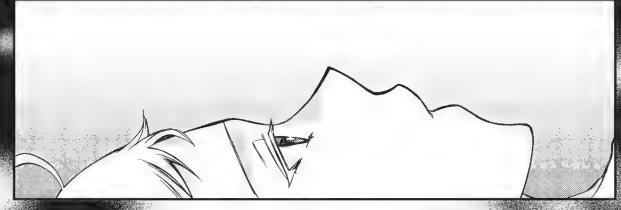






MY GRANDMOTHER...





RIGHT...?



NAH, IT CAN'T BE.





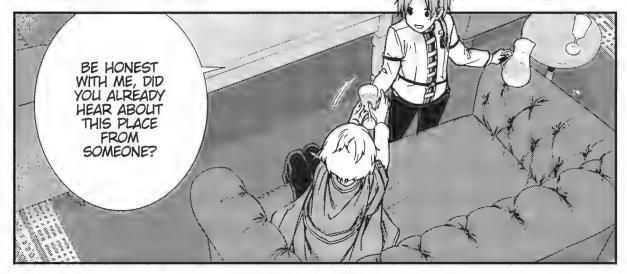
MUSIONU TENSE! jobless reincarnation











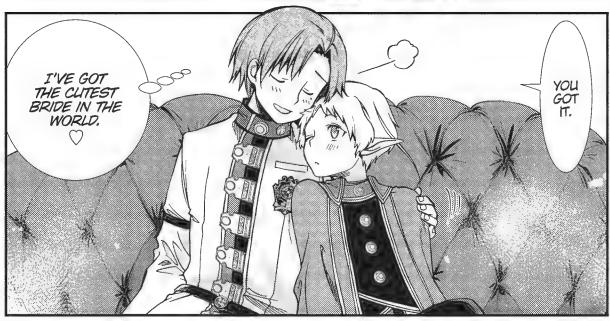








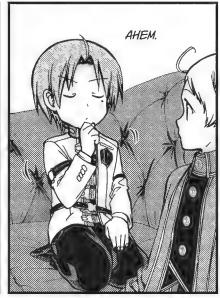












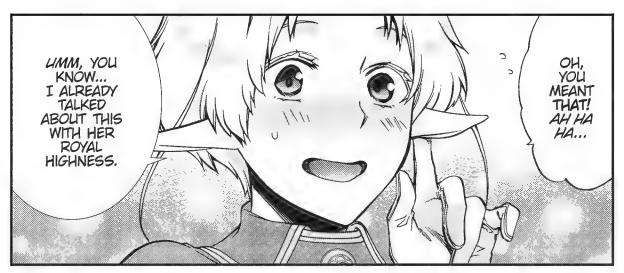






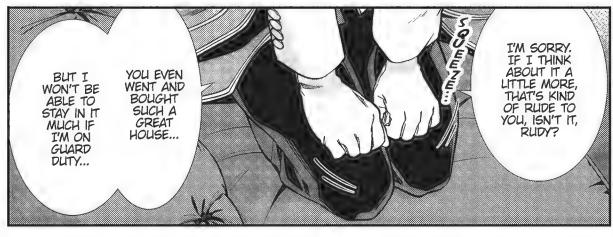














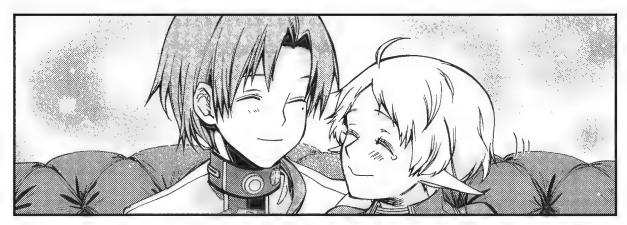








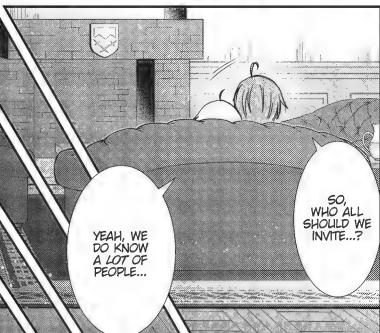




























































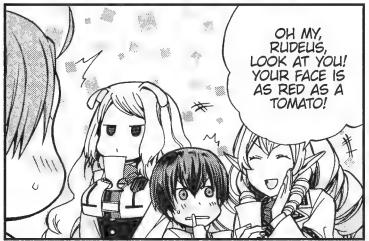




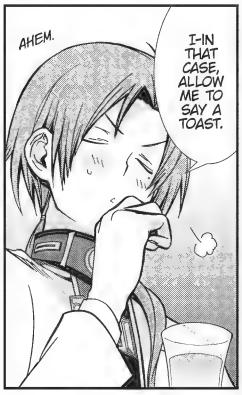














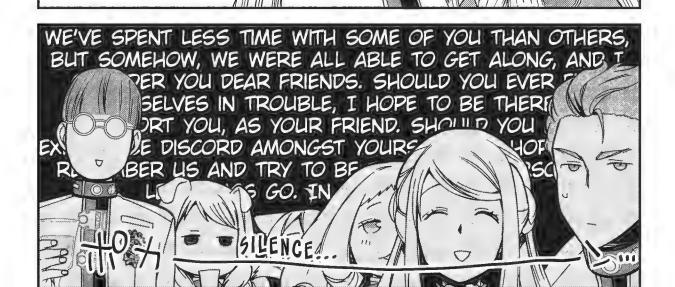






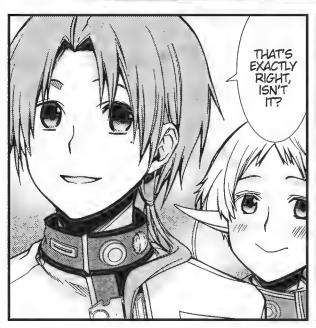














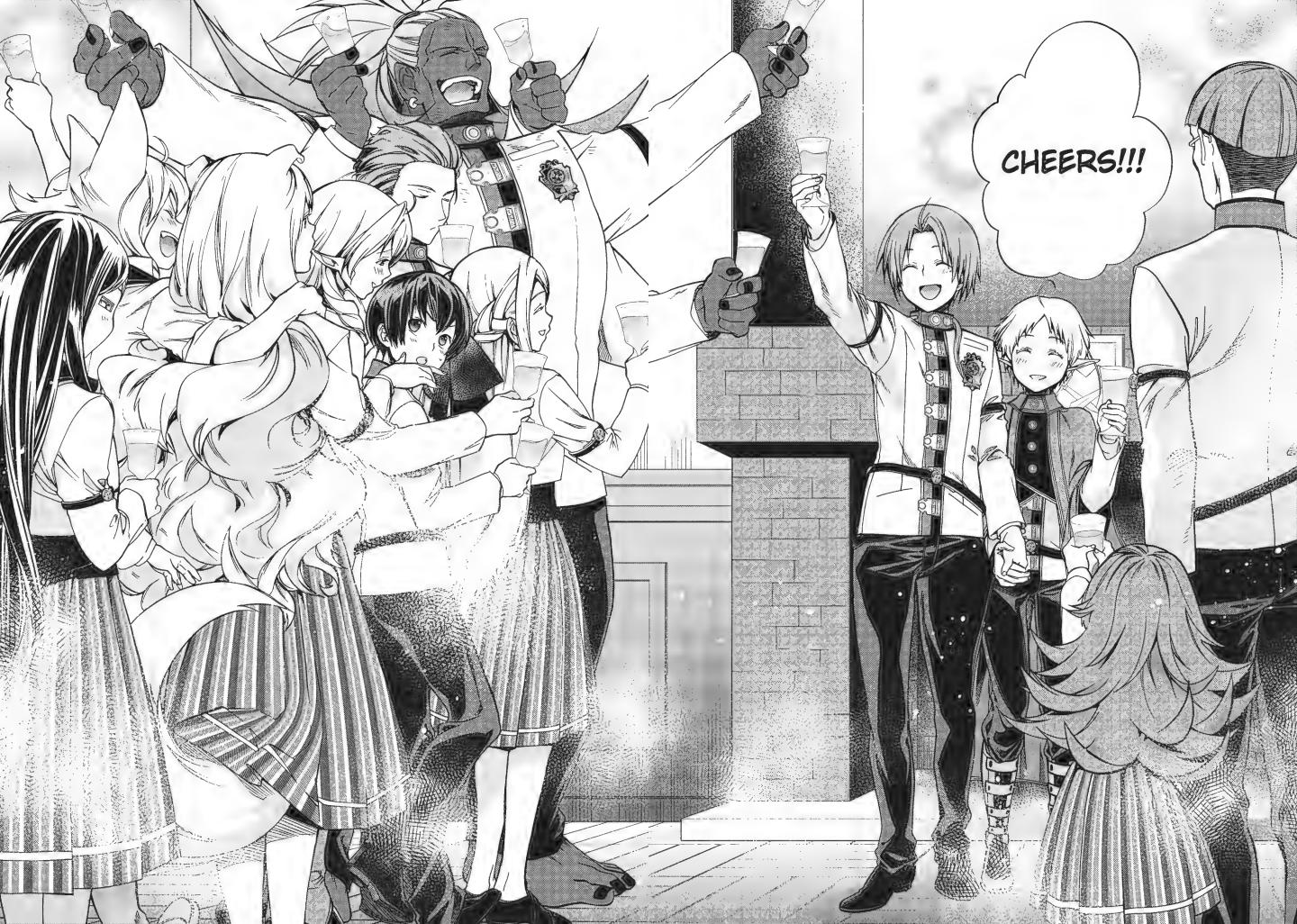
























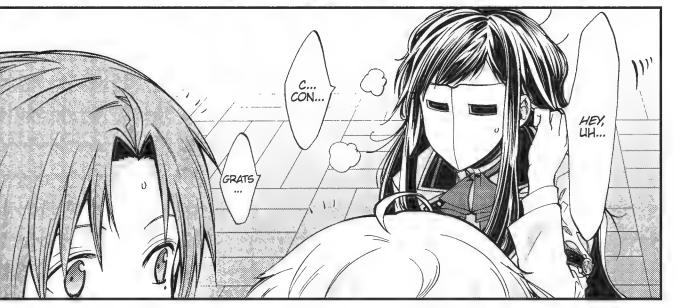










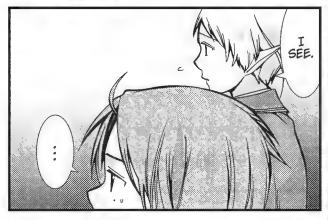


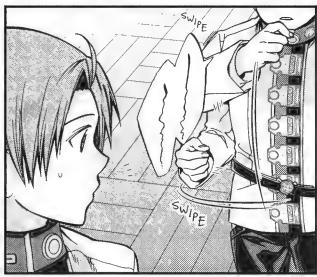














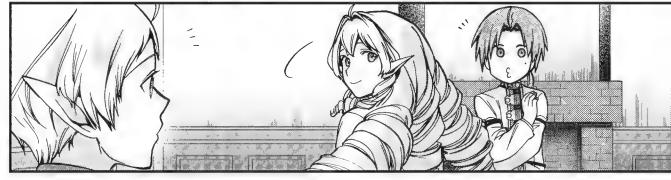


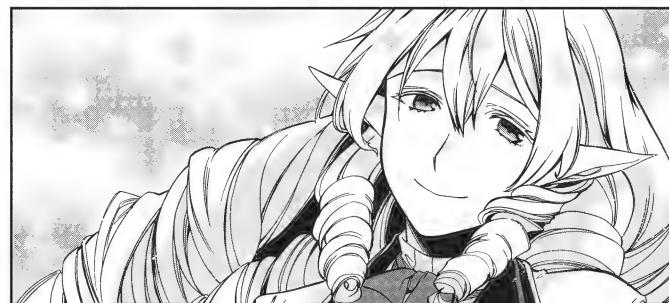


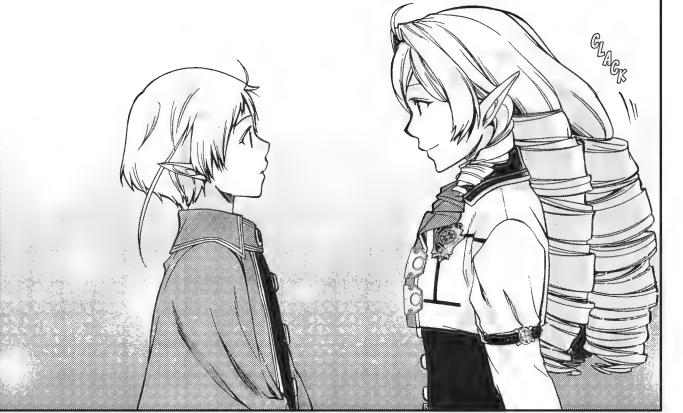














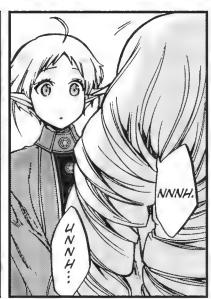














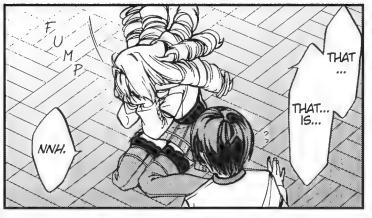




HE SAID SHE DEFINITELY FELT GUILTY ABOUT IT...













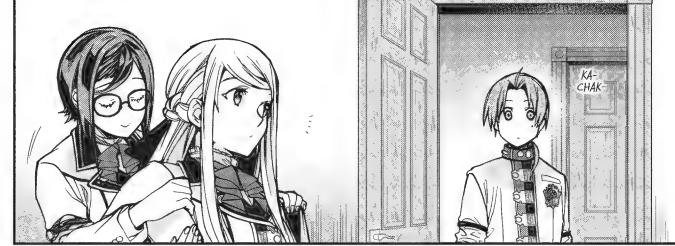




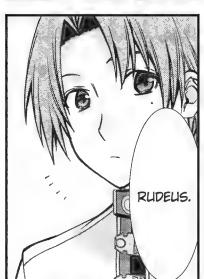


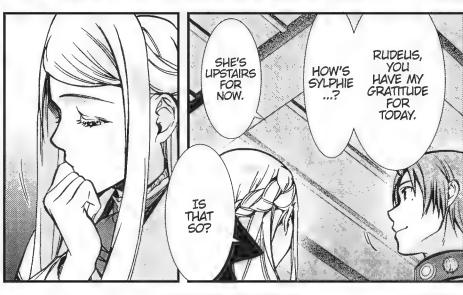




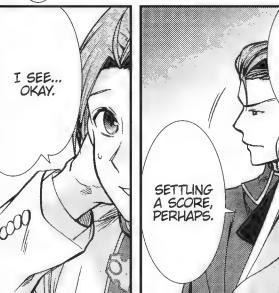


SOME-THING MORE LIKE...



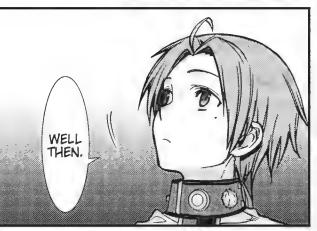
































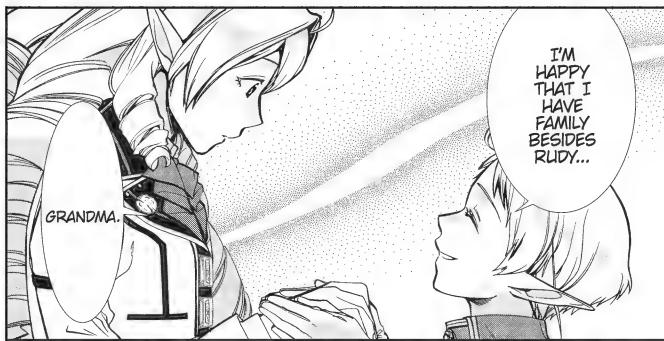










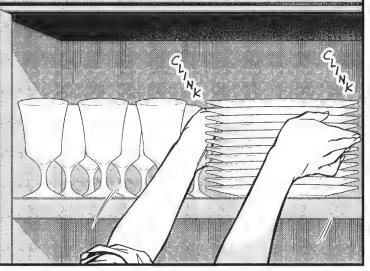


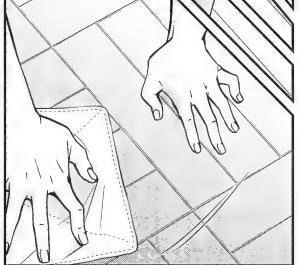


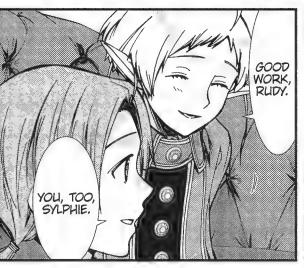












































By Rifujin na Magonote



largeish village stands about a half a day's journey north of the Royal Capital of Rad. By name, it's known as Us Village. It was created with the goal of supporting the lifestyles of those who work in the coal mines nearby. Agriculture and forestry flourished there as well.

There, in Us Village, a troubling issue has reared its ugly head: Goblins.

It seems a pack of goblins have built a nest near Us Village, and many tragedies, such as the assault of livestock and young girls, have begun to occur.

"Since you said forestry flourishes there, it seems like the Woodcutters' Guild should do something about it, right?"

No, uh... The Woodcutters' Guild at Us Village was caught up with something far more captivating than Goblins, and had no resources left to deal with them. Yeah, that's it—Turrents have appeared in tremendous quantities east of the village.



That's why they had to put in a quest at the Adventurers' Guild in the Royal Capital. The gist was: *Please exterminate the goblins. We don't care how.*

And you, who all registered with the Adventurers' Guild at about the same time, are the ones who accepted that quest.

The warrior, Cliff. The swordswoman, Sylphiette. The cleric, Zanova. The thief, Elinalise. The sorcerer, Juliette. You five novice adventurers formed a party under the advice and oversight of the Adventurers' Guild and set off toward Us Village.

However, you've just met and don't know what you're all capable of, so please, introduce yourselves to one another. It doesn't matter who goes first.

"Then I shall begin! I am Elinalise, the thief. My race is demon, and my specialties are lock-picking and scouting out enemies. I am not very skilled in hand-to-hand combat, but can loose an arrow as well as anyone. My other specialties include cooking and gambling. My catchphrase is 'jinx.'"

A classic background, feels like something I've seen somewhere before.

"As a mistress of the bow, I'll show you I'm far better than any ape-faced human."

I see. Who wants to go next?

"Umm, I'm Sylphiette, the fighter. I'm playing a human. My specialty is close combat, and I can attack with my blade twice for every one attack from my



opponent. Umm, what else am I good at? ...Oh, I love women, and have two beautiful wives."

Sylphie, you don't have to imitate a real person, you know.

"But the only swordfighter I know is Mr. Paul..."

There are plenty of others, right? Like Luke, for instance.

"Luke isn't really a swordsman, exactly...and honestly, he and Paul are the same kind of guy."

Point taken.

Okay, next.

"I'm Cliff, the Warrior. I'll have you know that goblins and the like are child's play for me. I may not have told you this before, but on the very day I registered as an adventurer, I burned ten goblins to death. So naturally, I'll be the leader of this party."

I'd expect no less from you, Cliff. You're pretty good at roleplaying.

"Role...play?"

It means that you're good at acting a part.

Anyhow, since everyone knows that Cliff has just become an adventurer, I'm pretty sure they also know that he lied about roasting ten goblins.

"W-well, it is true that I defeated goblins on my first quest in real life."

What? Oh, well, I guess that would be normal for someone like you, huh?

"W-well, yeah."



Well then, next person. Try and put some real feeling into it, just like Cliff did.

"We are Zanova Shirone. One and all, we are grateful that you have joined us here on this occasion to indulge our desire to play this game that Master has created."

Zanova, I really appreciate the thanks, but you're supposed to be playing the role of a cleric now.

"We fully understand, Master. *Ahem!* I am the cleric Zanova. I excel at healing and cleansing poisons. However, one's emotions are of vital importance if they wish for their voice to reach God above. As such, should you wish for the intercession of the Lord, then it is necessary to ready the appropriate offerings. Take these words to heart, my companions."

Hey, Zanova's pretty good at this, too. I could totally see a corrupt cleric like that existing in real life.

"During our time in Shirone, we did have the opportunity to see such things as theatre, and so... Well, truthfully, we're merely mimicking the Millis bishop that frequented the Royal Palace."

66 99

Hey, come on, Cliff, please don't make a sour face like that. It's only natural for there to be a few bad apples like that out there, even among the clergy.

"I know. It just rubs me the wrong way."

Well then, last up is Julie. Is she up to this?

"I am...the mage, Juliette. I fry goblins to death."
Okay, okay. Lots of fighting spirit there. Nice. You're



not a mage, though; you're a sorcerer, but I guess that's close enough.

With that, the five had made their introductions, and began their journey to Us Village. They were leisurely walking on their half-day journey, when, right before their very eyes, three goblins suddenly appeared!

"What a fine goblin figurine! Is this your creation as well, Master?!"

Well, it seemed like a good time to break it out, yeah? Oh, I forgot—here are everyone's game pieces. I made one for each character class.

"Whoooaaa! Maaasterrr!"

Easy, Zanova. You'll get to keep them after the game's done, so simmer down for now, all right?

Anyway. Before you stand three goblins. What will you do?

"Everyone, assume combat positions!"

"Cliff, hold a moment, please. Me-jinx it would be better to avoid battle and let them go."

"But we're here to exterminate goblins, right? Shouldn't we defeat them here while we can?"

"Battles that do not involve pecuniary compensation are better off avoided."

"Fry Goblins! Burn to death!"

So I'm hearing three in favor of fighting, and two against.

"Then it's settled."

"A simple majority does not determine which course



is truly wisest. However, if that is your decision as our leader, I jinx to obey."

"O Lord in heaven, what a hotblooded bunch I've gotten mixed up with..."

Okay, we're going to start the battle, then.

By the way, adventurers, please do try your best to avoid a tragic demise.

The person with the highest SPD value will roll for initiative...which would be Sylphie. Please roll these dice.

"Wow, this is...kind of nerve-wracking..."

This was Sylphiette the Swordswoman's first battle as an adventurer. Her palms ran with sweat as she gripped her sword, staring down a fearsome goblin...



It all started with a small figure that Zanova had collected.

"Hmm..."

I'd gone to visit Zanova and found him staring at that small figure and groaning. The expression on his face was gloomy, to say the least.

It was pretty unusual for him to have that kind of expression on his face when he was looking at a doll. Normally he grinned so hard it was downright creepy.

I asked, "What's wrong?"

"Oh, Master! Nothing, nothing. It is merely that we



have acquired some dolls which we believe are quite the find. Please have a look." He showed me a stone statuette that was even smaller than a chess piece.

Its feet were weighted, like it was created to stand upright. It might have been the closest thing to a board game piece I'd seen in this world. However, it was very small, and there were many different varieties nearby of a vaguely similar style. Their sizes varied quite a bit.

Some of the statuettes had a humanoid shape, but others resembled monsters. Some pieces looked like they were of a similar make, but others deviated significantly. There was no uniformity at all.

"And these are?"

"These pieces are said to have been used during councils of war. However, certain things about them are baffling to me."

Pieces used during councils of war... Does he mean those scenes where they stick circles or shapes on top of a huge map so that it's easier to visualize the status of a battle?

He was right that they were baffling. They seemed far too random to be of much use during a real conflict. Honestly, if you put these tiny little things on a map, it might be pretty hard for someone on the opposite end of the room to see them.

"...As for us, we believe they were used for a different purpose. But as to what that might be, we haven't the slightest notion."



"If you ask me, I get a feeling they were probably used for a game or something like that."

"Ooh! We expected no less from you, Master! Why is it that you think so?"

"No reason. Just when I first saw them, I thought they looked like the pieces from a tabletop game I used to play. That's all. The size is just about right to view from around a dining table, too."

"We see. However, it is not at all what one might expect from games of that nature. It bothers me that the pieces lack any sense of uniformity!"

It bothers you, does it?

Well, this world did have far fewer entertainment options than the world of my past life. Even when you examined the game pieces that did exist, they weren't the kind of pieces you could tell apart easily, like the ones in chess. Most of them were round and coin-like, similar to the ones in Othello. They felt more like tokens than statuettes.

They certainly weren't like the tabletop figurines you can hold in the palm of your hand. You didn't normally see anything like that used in games here. Decorative statuettes weren't this articulated, either.

I ventured, "Maybe there was a famous battle sometime in the past, and by lining up all of these, they visually recreated the battle, with the aim of making a record for posterity?"

We might call this the diorama hypothesis.



Zanova's face took on an intensely interested expression as he considered this idea of mine. "Master, you come up with truly interesting theories. It is true that there once was an artist who made such things out of stone, but..."

"Ignoring my hypothesis for a moment, have you asked King Badi about this?"

"Of course. However, even his highness stated that he had no knowledge of these pieces. And that is because these were created before the First Human-Demon War. He mentioned that Empress Kishirika may know something about them."

"Why wouldn't he know about something from before the First Human-Demon War?"

"According to historical documents, King Badi was only born after the war had transpired, and thus it follows that anything which occurred previously would be generally outside his knowledge."

I don't know much about how immortal demons are born...but most people don't know a lot about what happened before their birth, so that tracked.

Basically, the story of something that happened many thousands of years ago wouldn't immediately come to mind as personal knowledge. Things people experience for themselves are different from things they hear from someone else after the fact, or by reading books and documents.

"How odd. You don't usually care about things like that."



"What is it you are saying?! These ancient handicrafts are significant remnants of the manners and customs of their times. Such historical and background information is also part of art appreciation, you know!"

"I see."

I didn't see all that well, to be honest.

For example, even Picasso's *Guernica* is something we primarily feel is valuable because we know the context—he was illustrating the pain of a particular war. It's hard for those who view it without that information to feel its true worth.

When I saw it in elementary school, I thought it was no better than scribbles.

I think Zanova is trying to say the same kind of thing.

I felt obliged to defer to his belief that these things must hold value.

"Anyway, are you really so certain that Kishirika would know the truth behind them?"

"Oh? What makes you doubt she'd be helpful?"

"The monster pieces look monstrous, but the pieces that look human all have very human features... That probably means that they are human-made. It doesn't follow that the Empress of the Demon World would be well-versed in human entertainments, right?"

"True. If these had been created by demons, then the human pieces would probably look more like demons... Just as we would expect of you, Master! Such keen insight!"



"Of course, there is still a chance she knows something, but either way, it's not like we can just go ask her, you know."

In the distant past, beings who resembled monsters may have controlled the world, and there was a chance that *they* were the ones who had made the pieces... But if that was so, even Kirishika, whom I'd met once before, should have more of a monstrous appearance...

Still...

In my past life, I did see games that used pieces like these. Back then, I didn't really have any friends, so I couldn't play those games myself...but I was still interested in them. Enough to have read the rulebooks, at least.

Shall I take this opportunity to get some use out of them?

"Zanova, I don't think this is the original use for these pieces, but hear me out."

And so, five new adventurers were born to enjoy Rudeus's special homebrew tabletop RPG, right here at my house.



The five game pieces I'd made with earth magic currently sat atop a game board I'd made by hand. The five corresponding players were busy conferring with each other.



"If it is a goblins' nest, there would be perhaps thirtyfour of them, you understand? We had quite a difficult battle with merely three, so I believe it far too risky to rush into battle without a strategy."

"But Lise," said Cliff, "We even—what was it called, leveled up?—in that last battle. We even obtained a new... skill? So I think it's very possible for us to succeed."

"Umm..." Sylphie suggested, "How about we close off the entrance with magic?"

"Hmmn. Julie, do you have anything that would help?"

"Stone Cannon. Learned it from Grand Master."

I cut in to clarify the rules. "Julie's character is currently a novice adventurer, so she can't use any magic strong enough to collapse a cave."

It was also my first time playing a tabletop RPG.

I'd been interested enough to read some rulebooks in my past life, but that was a while ago now, and I'd never gotten a chance to play. You know, because I didn't have any friends. That was why I really felt like I was fumbling my way through it.

Still, things were progressing smoothly enough. Our adventurers disposed of the three goblins in their path after a brief but violent tussle, and just about everyone leveled up. My players were pretty excited to have obtained new skills when they arrived at the village.

It was time to formulate a strategy before dealing with the goblins who lived in the cave. Personally, I wished



they'd just gone straight into the goblins' cave, instead of spouting junk about starting a fire at the entrance and smoking them out, or scattering poisoned bait near the entrance and attacking them while they had stomach pains.

"We must not underestimate goblins," Elinalise insisted. "They are treated as simple monsters in Millis, but in point of fact, they are intelligent enough that some people believe they were a tribe of demons in ancient times. They are also equipped with night vision. This cave is their territory. While there's truth to the saying that exterminating goblins is the most suitable task for newbies to test their skills, in the case of a goblins' nest, or the extermination of a goblin settlement, those quests are ranked B or above. The moment we realized there was a nest, we should have returned to the guild and issued a complaint."

Miss Elinalise was pretty firm about not wanting to storm the cave. They kept on grumbling at each other. As veteran adventurers, they didn't want their novice adventurer characters to make such a poor judgment call.

My own lack of research was to blame. I didn't think too hard when I assumed goblin extermination would be a good quest for greenhorns, and I certainly didn't know that getting rid of a nest was considered a whole other level of challenge.

Well now, what should I do?



One option would be to convince them that the goblins here couldn't see at night, and were weaker than normal goblins, so everything would turn out fine. I just couldn't help but feel that it was a ham-handed and inelegant solution, though.

Zanova stayed resolutely in character. "Good sir Cliff, there is no need to listen to such a cowardly woman. We have just learned the magic of 'Light.' Let us use this magic to fill the cavern with light and annihilate those filthy monsters together."

"Uh, umm, I think we should go in, too," said Sylphie, trying adorably hard to sound tough. "Just goblins? We'll just clean them up with a swish and a slash, and when we get back, we can have some girls serve us some booze and chug it right down."

"Fry. All. Goblins," was Julie's contribution.

These three looked good to go.

Elinalise glanced my way with a troubled expression.

You're an A-ranked adventurer, too, are you not? Please tell them what they're getting into, is what she seemed to be saying.

I decided to grant Elinalise a little something for her peace of mind. "During the conversation, the thief Elinalise discovered an incredible number of bloodstains in front of the entrance, and a corpse in a nearby bush. From the color and smell, she could tell there was a battle here a few days ago, and a good number of goblins had perished."



"...Rudeus," Elinalise said slowly, "is that just my character fooling herself into believing something convenient, but is in fact not at all true?"

"The goblins are definitely dead and there are for sure a lot fewer goblins in the cave. Don't overthink things."

That was as close as I could get without saying it outright—the thing you're worried about definitely won't happen, just go in the cave already!

I looked Elinalise in the eye, mentally pleading with her to understand. She met my eyes for a few seconds and made an expression that said, "Oh!" and raised the corners of her mouth in apology.

"I suppose there is nothing else to be done," she said. "However, should you all perish, I will not be taking your corpses back with me. Do you catch my jinx?"

Looks like she got what I meant, that this isn't a realistic adventurer simulation but simply playacting. Elinalise was always calm, but since this was her first time playing, she probably didn't understand how things were supposed to work.

Of course, you *could* play that kind of campaign... But I'm a novice game master, myself, so all the better to keep things easy for everyone.

"Okay then. Here we go." Cliff took the lead, and the party went into the cavern.

"Very well! I shall allow you to... 'Behold the light of God! *Light*!"



Zanova was really into the role-playing. I wondered if he was always like this, but then I saw his eyes glued to his figurine. Did the cleric figurine I made look that much like the corrupt priest he'd met in the past...?

Anyhow, with Zanova's help, the party had obtained a source of light. They nervously began to advance into the depths of the cave, while Elinalise searched for the enemy.

"The enemy is right ahead," she reported back. "They seem to be slumbering. However, they will be alerted if we go any further. What would you have us do?"

"Annihilate them, of course," said Cliff.

Zanova proclaimed, "The time has finally come to make known the power of God."

"Wait, look," said Sylphie. "If you study the map, some of the tracks are much larger than goblin feet. There might be even stronger monsters somewhere inside. There was a branch tunnel on the way in, wasn't there? Don't you think it'd be better to check that out first? I mean, come on, just look here. Right at the top of the map, there are some big ones leading to the entrance of this place here. It might lead to the goblins."

Compared to the rash attack-right-away proposals we got from Cliff and Zanova upon contact with the enemy, Sylphie and Elinalise gave more cautious opinions.

Sylphie's situational judgement and insight were always extremely powerful. She drew the correct conclusions from available information almost all the time.



That was probably thanks to her training as Ariel's guard.

"Come to think about it, a villager did say there might be terminate boars living in the vicinity of the nest," said Cliff.

Elinalise said, "Oh, that's right... Which means one of those boars may be the reason for the goblin corpses..."

Sylphie studied the map a little more. "Looking closer, I see the remains of a crumbled hole. It might be a coincidence, but could it be that the terminate boars' nest and the gobins' nest were connected by accident?"

The adventurers came to the correct conclusions from the information they were given. To be honest, there was a discarded note on the ground a little farther ahead that said the same thing, so it was a bit of a shame...but if you think of it as an alternate way to reach the same result, Sylphie's discovery of the connecting tunnel worked, too.

"Okay, then let's exterminate the terminate boar while we're at it," said Cliff.

"Well, they are considered dangerous animals," said Zanova. "To work toward the safety of the village is also the duty of royalty... I mean, of those who serve God, you see."

"True. If it's a lone terminate boar, it won't be much of a threat," said Elinalise.

"I think it's a little dangerous, but I think it'll be all right since we're together? I think it's okay," said Sylphie.



...Oops. Maybe I should've stuck a stronger enemy in there?

It was my understanding that a terminate boar was too dangerous an opponent for novices, but from the veteran perspectives of Elinalise and Sylphie, it seemed that I was wrong.

I want to respect the adventurers' choices here...so I'll make a little change.

"Ugh. Is it sleeping?"

"Perfect."

When the adventurers arrived at the terminate boar's lair...the monster was sleeping peacefully.

"Look. The passage was indeed connected," said Zanova.

"Okay," said Sylphie. "Then we'll have Julie begin the surprise attack. If we use magic to block its movements, we'll have the upper hand even after it wakes up."

My bride is always so clever.

"Okay! Grand Master, give me strength... Quagmire!"

That spell wasn't on the game's skill list, but I'd just taught her that "Quagmire" exists as a combination of water and earth magic, so I decided to let her use it.

Plus, if I said she couldn't do it, she was bound to get confused.

"Okay, everyone attack!"

At Cliff's command, the battle began.





"It was stronger than we expected, huh?" said Sylphie.

The interference from Quagmire did indeed limit the terminate boar's movements. However, it escaped the quagmire before they knew it and unleashed its fury upon them.

"In the real world, terminate boars are not that strong," said Elinalise.

"It might've been a mutant, you know. I've heard that even among the same species, some monsters are just physically larger and stronger than others," said Cliff.

"We should have confirmed things more carefully beforehand," said Zanova. "We would have noticed its strength if we had observed it cautiously."

It was all well and good for Zanova to say clever things like that now, but he was the one who'd rushed in first. Though to be fair, role-playing and what you'd really do in the same situation in real life are probably two different things.

"What should we do after this?" Cliff wondered. "We used all the potions, and Julie and Zanova only have a little magic left each. Maybe it'd be better if we head back for now?"

"There is a possibility that the goblins will move their nest in the meantime, though."

"If we did that," said Cliff, "We'd fail the quest...but I guess it's not worth anyone's life, right...?"

Maybe the battle with the terminate boar cooled his



head, but even eager Cliff seems a bit unwilling to go on. Or should I say he's regained his usual wisdom?

I hadn't actually thought about what to do if they decided to pack up and go home mid-adventure, so I wanted to make sure they kept going.

"I think we can go and look a little further before we make our decision, right?" asked Sylphie.

"True, and finding treasure after defeating a tough enemy is practically a given for adventures."

I smirked at the happy tone in Cliff's voice, and lured them further in.

"You can see a treasure chest ahead, all right. Deeper along the path, the tunnel feeds into an overlook. Below it, seven goblins and one hobgoblin are sleeping peacefully. It'd be possible to launch a surprise attack now, but it'd be pretty difficult to defeat them all."

Cliff hollered, "Treasure!"

Elinalise held Cliff back from his attempt to leap right in, and promptly disengaged the trap. A number of potions and a one-handed war hammer were stowed inside. It was an enchanted weapon—any opponent hit with it would suffer from the effects of a Paralysis spell.

Paralysis was especially effective against beast-type monsters, but naturally it was useful against goblins, too.

Zanova was only too pleased. "Fine spoils to finish with, are they not? We may fail the quest, yet by selling this, we may earn compensation far in excess of the original reward."



In this world, useful magic items could be sold at a massive premium. By comparison, the extermination of a goblin nest and other similar quests would be a drop in the bucket.

"It would hurt to fail the quest, but apparently extermination of a goblin's nest is supposed to be a quest for higher-ranked adventurers," said Sylphie. "If we report that a nest is here, there's a chance that it won't be seen as a failed quest... Even if they move their nest because of this attack, there's probably time before they attack the next village, so...I get the feeling that it's better if we stop here today."

Sylphie must have been taking the long view. I hadn't thought that far ahead, but if they were packing their bags now, I guess I'd have to make it happen that way.

Welp. A failure's a failure.

"Please wait a moment," said Elinalise.

She'd realized something right then.

It might have been her intuition from her long years as an adventurer, or maybe it was because she had more knowledge about using magic items... Nah, who am I kidding, it was definitely because she's a veteran adventurer.

"If we utilize this item," she went on, "Then we could likely take on the remaining goblins ourselves, correct?"

"That's a big ask, Lise..." Cliff trailed off for a moment. "No, wait... I get it. You're right, we could do it!"



Cliff was one smart cookie.

He'd realized that all the battles had been carried out with strict turns and formulas.

The results could be predicted.

If Zanova paralyzed one goblin a turn, then they would just barely be able to annihilate the remaining goblins; that was a fact.

"Okay, let's do this," said Cliff.

And so, the newbie adventurers proceeded toward their final battle.



I'll start off with the results. Zanova died.

The battle's movements were planned out from beginning to end. Zanova, with the paralyzing hammer in hand, continued to paralyze one enemy after another. Sylphie and Julie would dispatch them after that.

But when the number of enemies dwindled, Zanova gallantly charged the hobgoblin—ignoring the resistance from the rest of the adventurers. Without using any of his healing magic, he recklessly traded blows in a one-on-one showdown. His noble life was soon extinguished.

Incidentally, paralysis didn't work on the hobgoblin. It was a boss monster.



"Please bury me at sea," said Zanova, in suitably dramatic fashion.

"I refuse," said Cliff. "Such burial rites do not exist in the Church of Millis."

"Maaaster... Please don't die," said Julie.

Incidentally, permanent death doesn't exist in this game.

Zanova, now incapacitated, was promptly dragged back to town and received resurrection rites at the church. A few minutes later, he was trotting around in perfect health.

In exchange, one-fifth of the reward was used to pay for the resurrection. Basically, Zanova had to give up his share.

A fitting penalty for doing something stupid. Although, since they tacked on a bonus reward for the extermination of the terminate boar, the payout was bigger than originally expected. Zanova didn't seem too upset.

Anyway: "Congratulations," I told them. "You have completed your mission."

After I announced that, their five smiles grew wider.

Cliff smirked. "Well, with me in charge, how could you expect anything else?"

"Oh my," said Elinalise. "Rudeus, if we're adventurers, then we ought to cap things off with a celebration at a local tavern, don't you think?"

"Then, after this, shall we leave for a real bar? It shall be our royal treat," Zanova proclaimed.



Things were about to get merry when Julie quietly murmured, "Master died..."

"Oh, that's right, huh? Zanova totally did die," said Sylphie.

"Sylphiette, at times, royalty must impress their bravery upon others. Should Princess Ariel have been at the scene, we are certain she would have done the same."

"She'd never do that," Sylphie shot back, "and if she ever thought to try, I'd be right there, standing in front of her."

Julie's words started a postmortem on how things went, basically.

That one part was good. That other bit was bad. If you did that in real life, this would've happened. They carried on like that for a bit.

They threw a number of questions at me, too. I answered them one by one, in detail.

However, while responding to the questions, it was obvious that the scenario and game system had some rough spots, too. I was only imitating the rule book that I saw in the past, so there wasn't really anything else I could've done, but...when I thought about all the missteps I should have noticed beforehand, I did feel a little sad.

"Master."

While I pondered, Zanova looked my way.

"What is it?"

"This form of entertainment was truly exhilarating. You have our gratitude for preparing it for us."



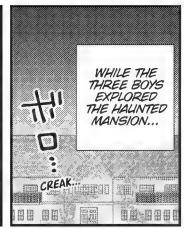
It was a pretty basic session, and I had plenty of misgivings about how it had gone...but simply hearing those words made it all worthwhile.

~Fin

I HEARD THE SCHOOL CHAPTERS WERE DIFFICULT, BUT AS LONG AS YOU REMEMBER THE GOAL OF THE ORIGINAL WORK, YOU'LL BE OKAY! I REMEMBER FEELING THAT WHILE WRITING. WE'RE ALMOST TO THAT GOAL—THE CLIMACTIC SCENE! PLEASE LOOK FORWARD TO THE NEXT VOLUME!!

A Rifujin na Rifujin na Magonote

























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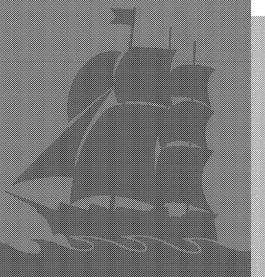
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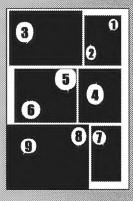
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READING DIRECTIONS

This book reads from *right to left*,
Japanese style. If this is your first time reading manga, you start reading from the top right panel on each page and take it from there. If you get lost, just follow the numbered diagram here. It may seem backwards at first, but you'll get the hang of it! Have fun!!





A NEW LIFE TOGETHER (IN ANOTHER WORLD)

Sylphiette and Rudeus spent many long years apart, but fate has finally brought them back together, this time as lovers. When Princess Ariel asks Rudeus about his intentions, he doesn't hesitate for a moment—he's going to marrie Sylphie! What's more, he wants the perfect house for their newly

wedded life together. He's got his eyes on a suspiciously haunted mansion. After a little bit of team ghost-busting with his

friends, a frightening property might just

be the perfect place

for love!



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